

# 2006 Spring Wild Turkey Proclamation

Pursuant to North Dakota law and upon the recommendation of the North Dakota Game and Fish Director, I hereby declare an open season for North Dakota residents for the taking of not to exceed 6,425 bearded wild turkeys. Except as provided hereinafter or otherwise by law, no person shall hunt, kill, take, possess, transport, or so attempt to hunt, kill, take, or possess any wild turkeys.

## 1. SEASON DATES, TIMES, OPEN AREAS:

<u>SEASON</u>	<u>OPENS</u>	<u>CLOSES</u>	<u>AREAS</u>	<u>RESTRICTIONS</u>
Spring	Apr. 8	May 14	All Units	Restricted to spring season dates and unit <u>described on license.</u>

HOURS OF HUNTING are one-half (½) hour before sunrise to sunset.

## 2. ELIGIBILITY:

Only North Dakota residents are eligible. Licenses are issued by a weighted lottery drawing among eligible applicants as prescribed by the director.

## 3. LICENSES:

Licenses are issued by a weighted lottery drawing among eligible applicants. Licenses are issued in the form of a tag.

Applications and Fees--Only one application may be submitted for the 2006 spring season, hence a landowner may submit either a gratis or a lottery application, but not both. Deadline for applications is February 15, 2006. Because of sometimes delayed postmarking procedures, applications postmarked February 15 or 16 and earlier will be accepted. Applicants must include with the application the appropriate fee in the form of a personal check, certified check, or money order. If an insufficient funds check is issued and the collection agency cannot collect, the applicant shall be ineligible for a 2006 spring and fall or a 2007 spring and fall wild turkey license.

Gratis--Gratis licenses are available to North Dakota residents owning or leasing for agricultural purposes and actively farming or ranching at least 160 acres of land located in an open hunting unit and are valid only upon land described on the application and, subsequently the license. Gratis licenses are issued only through the Department's Bismarck office and are subtracted from the maximum number of turkey licenses available for each unit.

Other Licenses Required--To hunt wild turkey, all hunters regardless of age must also possess a 2005 or 2006 fishing, hunting and furbearer certificate and a 2005 or 2006 general game and habitat license. In addition, hunters 16 years of age and older must possess a 2005 or 2006 small game license or a combination license before hunting wild turkeys.

All stamps must be signed in ink and affixed to the back of each person's fishing, hunting, and furbearer certificate.

#### **4. WEAPONS:**

- \* Shotguns--Only shotguns no larger than 10 gauge and capable of holding not more than three shells in the magazine and chamber are legal. Minimum barrel length is 18 inches. Fully automatic weapons are illegal.
- \* Rifles-- Only muzzleloading long guns are legal. Centerfire rifles and rimfire rifles are illegal for hunting wild turkeys.
- \* Bows and Arrows-- A bow must be pulled, held, and released by hand. Any release aid may be used providing it is hand operated, the shooter supports the draw weight of the bow, and the release is not attached to any part of the bow other than at the bowstring. A compound bow used for hunting turkeys must have at least 35 pounds of draw at 28 inches or less draw length. Recurve and long bows used for hunting turkeys must have at least 35 pounds of draw at 28 inches. Arrows must be at least 24 inches long, tipped with a metal broadhead, with at least two sharp cutting edges, and have a cutting diameter of at least 3/4 inches (i.e., not able to pass through a 3/4 inch ring.) It is illegal to hunt turkeys with barbed arrows. Broadheads with mechanical or retractable blades are legal. Telescopic sights, range finding devices, battery-powered or electronically lighted sights or other electronic devices attached to the bow, or the arrow, are not permitted. Handheld range finding devices are legal. Arrows capable of causing damage or injury in excess of that inflicted by the cutting edges of the broadhead, are prohibited while hunting turkeys with a bow (e.g., explosive arrow points, arrows tipped with drugs or chemicals, and pneumatic or hydraulic shafts are illegal). Crossbows are not legal, except with a permit from the North Dakota Game and Fish Department Director. When permitted, crossbows must: a) have a peak draw weight of at least 75 pounds and not more than 200 pounds, b) be equipped with a working safety to prevent accidental firing, c) have a stock at least 14 inches long, d) use arrows or bolts at least 14 inches in length, e) Battery-powered and electronic-lighted sight pins and telescopic sights not exceeding a maximum power of four by thirty-two millimeters may be attached to crossbows used for hunting, and f) crossbow hunters must comply with all other archery equipment regulations listed above.

- \* Handguns--Handguns using straightwall cased centerfire ammunition and muzzleloading pistols are legal.
- \* Crossbows--Crossbows are not legal, except with a permit from the Game and Fish Director.

## **5. AIRCRAFT AND MOTOR-DRIVEN VEHICLES:**

- \* Aircraft may not be used to drive, concentrate, rally, raise, stir up, spot, or disturb game.
- \* It is illegal to shoot with bow and arrow or firearm while in or on a motor-driven vehicle.
- \* It is illegal to carry a firearm in or on a motor-driven vehicle with a shell in the chamber. The entire cylinder of a revolver is considered the chamber, requiring the revolver to be completely unloaded. It is illegal to carry any muzzleloading long gun or muzzleloading pistol in or on a motor-driven vehicle with a percussion cap on the nipple or powder in the flash pan.
- \* No person may use a motor-driven vehicle while in the process of hunting big game or small game (except waterfowl and cranes) or aid another in the process of hunting big game or small game including travel to and from the hunting location unless the motor-driven vehicle is on an established road or trail.
- \* The use of all motor-driven vehicles on wildlife management areas is restricted to those constructed roads, well worn trails, and parking areas normally used by passenger cars.
- \* No person may use motor-driven vehicles on North Dakota Game and Fish Department's Conservation PLOTS (**P**riate **L**and **O**pen **T**o **S**portsmen) property without permission from the landowner. These areas have been entrusted to the public for walking access through written agreements by private landowners. The boundaries of these properties are described in the North Dakota Game and Fish Department's annual PLOTS Guide and on-site by large yellow triangular signs.

## **6. BAG LIMIT:**

Each license holder may take and possess one bearded wild turkey.

## 7. TAGGING REQUIREMENTS:

Immediately after the turkey has been killed, the hunter must indicate the date of kill by cutting out the appropriate month and day from the tag provided with the license and attach it around the leg of the turkey in an exact manner as illustrated on the back of the tag, to prevent its removal. In no case is it legal to possess or transport a turkey unless it is properly tagged. The tag shall remain with the carcass until it is packaged as food. No person may reuse or attempt to reuse any tag issued. All tags must be kept in possession until the meat is consumed or disposed of.

## 8. TRANSPORTATION:

License holders must accompany their wild turkey during transportation, except that it may be shipped by licensed public carrier in receipt of proper bill of lading.

## 9. AREAS CLOSED TO HUNTING:

- \* Wildlife management areas and refuges so posted, sanctuaries, federal military installations, national parks, and historic sites are closed to the hunting of wild turkeys.

**Exception:** Portions of Des Lacs National Wildlife Refuge (NWR) in Unit 51 and portions of J. Clark Salyer NWR in Unit 25 are open for wild turkey hunting during the spring season. Contact the refuge headquarters for details. All other NWR's are closed to spring wild turkey hunting.

- \* It is illegal to hunt in unharvested crops without the owner's consent. Crops also include alfalfa, clover, and other grasses grown for seed.

## 10. LICENSES AVAILABLE BY UNIT:

<u>UNIT</u>	<u>AVAILABLE</u>
02	175
03	75
04	75
06	80
10	100
13	200
15	150
17	200
18	90
19	300
21	75
25	650
27	650
30	600

31	125
34	175
37	170
40	125
41	150
44	120
45	145
47	200
50	225
51	250
53	100
70	200
98	400
99	370
R	<u>250</u>
	6,425

## 11. HUNTING UNIT DESCRIPTIONS:

Unit 02-- Barnes County.

Unit 03--Those portions of Benson County west of ND No. 20, Towner County south of ND No. 17, Pierce County east of ND No. 3 and south of ND No. 17, and that part of Ramsey County west of ND No. 20 and south of ND No. 17. **NOTE!** In addition to a Unit 03 spring wild turkey license, a special permit is required to hunt in Graham's Island State Park. Special restrictions will be required when hunting in Graham's Island State Park. Contact the park office for additional information and for obtaining these free permits (701) 766-4015.

Unit 04--Those portions of Billings and Golden Valley counties south of Interstate 94.

Unit 06--Bowman County.

Unit 10--An area in Cavalier and Pembina counties starting at the west junction of ND No. 5 and ND No. 32, then north on ND No. 32 to the U.S.-Canadian border, then west to ND No. 1, then south to ND No. 5, and then east to the point of origin.

Unit 13--Dunn County.

Unit 15--Emmons County.

Unit 17--Those portions of Billings and Golden Valley counties north of Interstate 94.

Unit 18--That portion of Grand Forks County that lies north of U.S. Highway 2.

Unit 19--Grant County, Sioux County, and that part of Morton County south of Interstate 94 that lies west of Morton County Road No. 86 (the Almont to Carson road) and that part of Morton County north of Interstate 94 that lies west of ND No. 31.

Unit 21--Hettinger County and Adams County.

Unit 25--McHenry County and that part of Pierce County west of ND No. 3 and that part of Ward County that lies east of U.S. Highway 83.

Unit 27--McKenzie County.

Unit 30--Morton County except for that part of Morton County south of Interstate 94 that lies west of Morton County Road No. 86 (the Almont to Carson road) and except that part of Morton County north of Interstate 94 that lies west of ND No. 31.

Unit 31-- Mountrail County.

Unit 34--An area in Pembina County starting at the junction of ND No. 32 and the U.S.-Canadian border, then south to ND No. 5, then east to the Minnesota-North Dakota border, then north to the U.S.-Canadian border, then west to point of origin.

Unit 37--An area in Ransom, Richland, and Sargent counties starting at the east junction of ND No. 32 and ND No. 46, then east to the Minnesota-North Dakota border, then south to ND No. 13 at Wahpeton, then west on ND No. 13 to ND No. 32 at Gwinner, then north on ND No. 32 to the point of origin.

Unit 40--Rolette County, and those portions of Bottineau and Renville counties east of U.S. Highway 83 and that portion of Pierce County north of ND No. 17.

Unit 41--Those portions of Richland and Sargent counties south of ND No. 13.

Unit 44--Slope County.

Unit 45--Stark County.

Unit 47--That portion of Stutsman County that lies east of U.S. Highway 281.

Unit 50--Those parts of Cavalier, Pembina, Ramsey, and Walsh counties starting at the junction of ND No. 1 and ND No. 5 at Langdon, then east on ND No. 5 to the Minnesota-North Dakota border, then south to the Walsh County/Grand Forks County line, then west on the county line to ND No. 1, then north to ND No. 5 (the point of origin).

Unit 51--Burke County, all of Renville County except that portion east of U.S. Highway 83, that part of Bottineau County west of U.S. Highway 83, and that part of Ward County that lies west of U.S. Highway 83.

Unit 53--Williams County and Divide County.

Unit 70--Those parts of Dickey, LaMoure, Ransom and Sargent counties bounded by ND No. 46 on the north, ND No. 32 on the east, ND No. 13 on the south, and ND No. 1 on the west.

Unit 98--Burleigh County and McLean County.

Unit 99--Mercer County and Oliver County.

Unit R--The remainder of North Dakota not included in a numbered unit.

## **12. VIOLATIONS AND PENALTIES:**

The following violations are noncriminal and have the listed penalties:

- \* Hunting before or after legal hours (Section 1) up to 30 minutes--penalty--\$100.  
In excess of 30 minutes -- Class B Misdemeanor.
- \* No person may keep or carry in or on any motor-driven vehicle any firearm with a cartridge in the chamber while hunting game birds or game animals (Section 5)--penalty -- \$100.
- \* Failure to sign and affix stamps to the licensee's fishing, hunting, and furbearer certificate (Section 3)--penalty--\$25.
- \* Use of motor-driven vehicle in a restricted area (Section 5)--penalty--\$50.
- \* Failure to accompany one's own game during transportation or transporting another's game (Section 8)--penalty--\$50.

**GIVEN UNDER MY HAND** and the Great Seal of the State of North Dakota this 24<sup>th</sup> day of January, 2006.

/s/\_\_\_\_\_  
John Hoeven  
Governor

Attest:

/s/\_\_\_\_\_  
Secretary of State

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Deputy

# 13. 2006 SPRING WILD TURKEY HUNTING UNITS

